

```
1 #pragma once
2 #include "GameStateMachine.h"
3
4
5 class Game
6 {
7 public:
8     GameStateMachine* m_pStateMachine;
9
10 public:
11     Game();
12     void Initialise(GameStateMachine* pStateMachine);
13     void RunGameLoop();
14     void Deinitialise();
15
16 private:
17     bool Update(bool processInput = true);
18     void Draw();
19
20 };
21
```